SNS-ABNE-USA

INSTRUCTION MANUAL

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CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

A Special Message from CAPCOM

Thank you for selecting **Disney's Bonkers**, the latest addition to CAPCOM's library of Disney titles. Following such hits as **Disney's Goof Troop** and **Disney's Aladdin**, **Disney's Bonkers** continues the tradition of action-packed Super Nintendo games for the whole family.

Disney's Bonkers features colorful, state-of-the-art high resolution graphics, animation and sound. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

Sincerely,

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

CAPCOM USA, Inc.
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Sunnyvale, California
94086

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Nintendo

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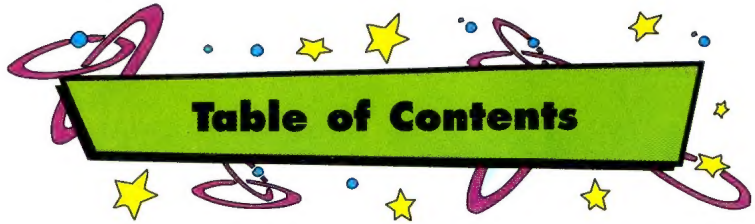

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Getting Started

1. Insert your **Disney's Bonkers** Game Pak into your Super Nintendo Entertainment System and turn the power on.

2. Watch the introduction and then press START when the title screen appears.

3. Press the control pad up or down to move "Toots" and start playing **Disney's Bonkers** or to go into the Option Mode, then press START. For more on how to use the Option Mode see page 5.

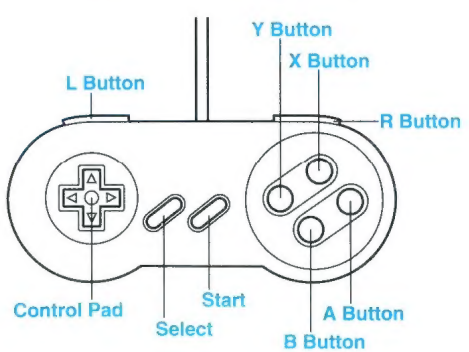
4. To end the game at any time, simply turn your Super Nintendo Entertainment System off and remove your Game Pak.

Option Mode

From the **Disney's Bonkers** title screen, move "Toots" to OPTION and press START. You may adjust the KEY CONFIG, SOUND MODE, BGM TEST and S E TEST. To make an adjustment press the control pad left or right, then up or down to move the control to another function. The current function you are controlling is highlighted.

The KEY CONFIG determines which button on your control pad performs a function. The default settings are:

Jump	B	(Makes Bonkers jump)
Dash	Y	(Makes Bonkers dash)
Bomb	X	(Throws an available bomb)



Option Mode CONT.

The SOUND MODE has two modes: stereo or monaural, so select the mode you want depending on the capabilities of your TV.

BGM TEST allows you to listen to the background music used in the game only. You cannot change the music in the game. Press the control pad left or right to change the number of the tune, then press the B button to hear the music.

S E TEST plays the sound effects used in the game.

When finished adjusting options, return to the title screen by pressing the START button or by highlighting EXIT and then press the START button.

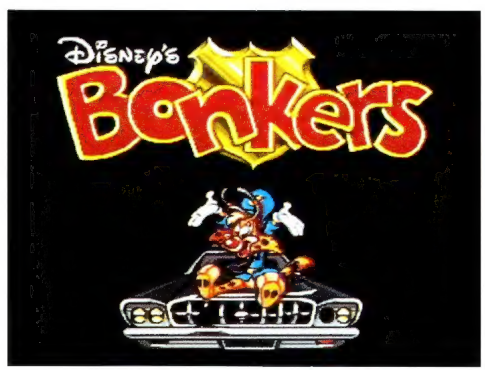
He's Bonkers, Totally Nuts!

Once upon a time in Toontown, there was a cat that had it all!
Fortune and fame, top of the game. Up until he hit the wall.

Now he's a cop. Rackin' up crime.
Stop the clock. Hope he gets here on time!

He's Bonkers, totally nuts!

Bonkers! No ifs, ands or buts.



He's Bonkers, Totally Nuts! CONT.

Bonkers D. Bobcat, the most popular bobcat cartoon star of all time, never does the expected. It's what makes him so adorable. About as adorable as a train wreck. . .

When Bonkers leaves Wacky Studios at the peak of his career in order to join the Hollywood Police Department — and live a life of excitement, danger and adventure — people thought that he had finally gone. . .well, *completely* bonkers. But no matter how hard the studio tried to get him back, Bonkers had decided to stay a cop for good.

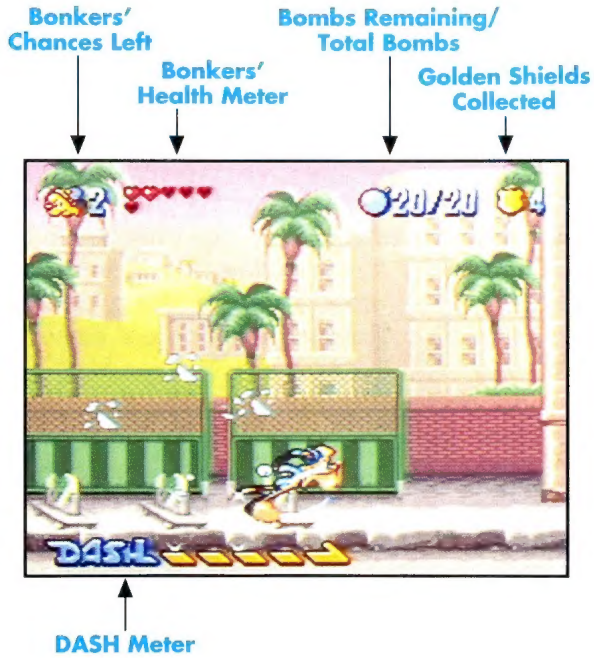
He's Bonkers, Totally Nuts! CONT.

Assigned to the Toontown beat, Bonkers met Lucky Piquel, a human police officer who not only became his partner but his best friend as well. Together they worked hard to keep the peace until an unidentified thief made off with three priceless treasures from the Toon Town Museum: the Sorcerer's Hat, the Mermaid's Voice and the Magic Lamp.

In the past, Bonkers has had to face many great foes including the Mad Hatter and the March Hare. He's even had to battle the Red Baron to deliver pizzas on time. But finding these three symbols of Toon Town's history and putting the culprits away for good could be the biggest challenge of Bonkers' career.

Yes, Bonkers has built a reputation for solving the biggest cases, the smallest cases, and even the crank cases, but to solve this case he's going to need *your* help. Guide Bonkers as best you can to save Hollywood, Toontown and return everything to normal — or at least as normal as things in Toontown get. Good luck and remember: He's Bonkers, totally nuts!

Playing Disney's Bonkers



Controlling Bonkers

To move Bonkers left or right	Press the control pad **left or right**.
To make Bonkers jump	Press the **B** button.
To make Bonkers DASH	Press the **Y** button when the DASH meter flashes.
To make Bonkers DASH quickly	Press the control pad **left or right** and the **Y** button at the same time when the DASH meter flashes.
To make Bonkers DASH and jump	DASH quickly, then press the **B** button.

Controlling Bonkers CONT.

To roll Bonkers into a ball	DASH quickly, then press the control pad **down.**
To make Bonkers duck	Press the control pad **down**.
To throw a bomb	Press the **X** button.
To roll a bomb on the ground	Duck, then press the **X** button.
To collect an item	Touch the item.
To pause the game	Press the **START** button.

On the Case

Bonkers must do police work on his own while his pal Lucky recovers in the local hospital. The first thing a good policeman does is to search for clues, and that's what Bonkers does throughout Hollywood and Toontown. When the location select screen appears, use the control pad to move the spotlight to a new part of town. Then press the START button to send Bonkers on the case.

A Mad DASH

Bonkers must hurry to capture the culprits and recover the Toon treasures before a diabolical plot unfolds. To jam through each scenario, Bonkers can use his DASH ability. As Bonkers trots along, his DASH meter will recharge. When the DASH meter flashes, Bonkers can DASH through enemies. To use a DASH attack again, the meter must recharge until it flashes. While in a DASH, Bonkers can roll into a ball to move into low spaces.

Crazy Collectibles

As Bonkers travels around the Hollywood area, he will come across many items he can grab to help him in his quest to recover the Toon valuables.

Cake:
Completely recharges Bonkers' health meter

Donut:
Recharges 1 heart on Bonkers' health meter

Hot Salsa:
When Bonkers drinks the salsa, who knows what may happen? (Actually, it makes Bonkers temporarily wig out and become invincible)

Crazy Collectibles CONT.

Heart:
Adds 1 heart to Bonkers' health meter

Bomb:
Completely recharges Bonkers' arsenal

Gold Shield:
Helps Bonkers build total bombs up to 20

Bonkers Doll:
Gives Bonkers an extra chance to capture the culprits

Comedian Continues

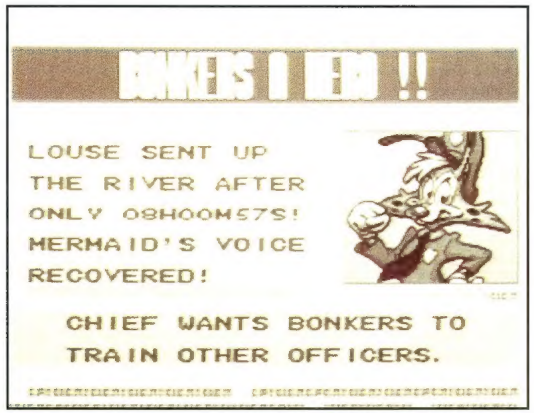
When Bonkers runs out of chances to find the Toon Treasures, he takes a trip to the local Toon Comedy Club. If Bonkers laughs at the comedian's joke, he can continue his search for the Toon Treasures from wherever he left off. However, if Bonkers is too discouraged with the case that he ignores the joke, the game ends. Use the control pad to choose Bonkers' response and press the START button.

Toon Tips

- Use Bonkers' DASH as a weapon by dashing through the enemy or objects. Also use the DASH and jump to find hard-to-reach areas.
- Collect 10 Gold Shields to add an extra bomb to Bonkers' total arsenal.
- Try jumping and throwing a bomb to hit the enemy or blocks in the air.
- Throw a bomb at Fall-Apart Rabbit and see what happens. Fall-Apart Rabbit is also a progress marker, so if Bonkers loses all his health but has extra chances, he will restart from Fall-Apart Rabbit.
- Bounce off the enemy to find hard-to-reach areas.
- Use bombs to break open blocks with question marks or other objects to reveal collectible items.
- Save bombs for the culprits who guard the stolen Toon treasures.

Toon Tips CONT.

The Chief of Police will like Bonkers' performance more the quicker the case is solved and with the less chances and continues used to do it. Watch for his comments in the Gazette Times.



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To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0400. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.
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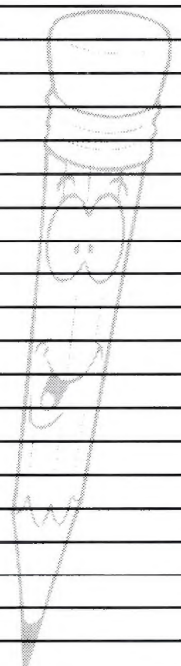

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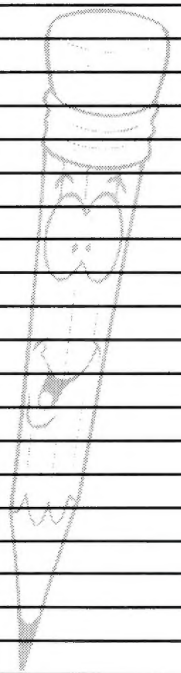

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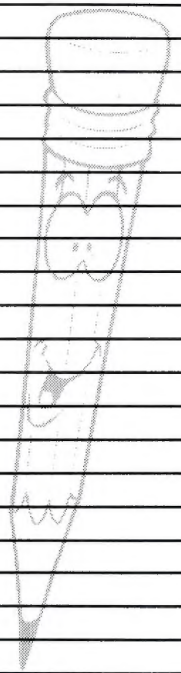

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